



UP &  
ADD'EM

The illustration depicts a rainy day scene. A large, dark, three-dimensional number '2' is the central focus. To its left, three balloons (two light gray, one dark gray) are tied together with a ribbon that loops around the number '2'. Several cartoon characters are holding umbrellas: a duck on the left, a girl in a raincoat on the right, a rabbit at the bottom left, a penguin at the bottom center, and another duck at the bottom right. The entire scene is framed by a red border with a scalloped top edge.

Fisher-Price

## PARENTS

UP & ADD™ EM™ is an introduction to numbers and simple number concepts. With the help of playful animal friends, your child is challenged to identify numbers and the quantities they represent. Colorful balloons, whimsical creatures, and lively music will capture your child's attention and provide hours of fun as they learn!

FISHER-PRICE™ Learning Software is designed to make it easy for children to learn through creative play, needing little more than imagination and a joystick. These brief instructions will help you get off to a quick start.

UP & ADD™ EM™ was created by ChildWare Corporation of Menlo Park, a company that creates microcomputer based software products founded on the concept of "Learning is the Ultimate Game."™ Producer—ChildWare West. Implementation—C. William Hicks. Music—Larry Ford. Documentation—Chris Beck. Designers—Chris Beck, Susan Hayes, Steve Snyder, Clifford West, Ramon Zamora.



## HOW DO I START?

- Be sure the computer is turned off.
- Plug in the joystick. (Use Port 2 for Commodore 64)
- Insert the cartridge into the slot. Be sure the label faces you.
- Turn on the television or monitor and the computer.
- After playing, be sure the computer is turned off before removing the cartridge.

## SELECT A LEVEL

UP & ADD 'EM has 4 levels of game play. Each level can be played with a joystick (or with the computer keyboard). To select a level, use the joystick to move the umbrella up and down the menu (or the function keys). Press the joystick button (or the space bar) to choose a level.

To change a level, use the joystick to move the cursor (or use the < and > keys) to the MENU square at the bottom left corner of the screen. Press the joystick button (or the space bar).

Level 1 is a practice game to help your child become familiar with numbers and sets of balloons. Higher levels challenge your child to combine and match different sets of balloons with corresponding numbers.

## HOW DO I WIN?

Choose the correct sets of balloons to fill in the cloud and build a rainbow. You will see that the animals love the rainbow and hear the music. It makes them dance!

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## WHAT DO I DO?

- Choose a number by moving the joystick left and right (or by pressing the < and > keys). Press the joystick button (or the space bar).
- Pick a set of balloons by using the joystick (or the < and > keys) to guide the animal to the balloons. Press the joystick button (or the space bar).

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